KEMCO ▲ SEIKA

NES-3S-USA

Shadowgate™

INSTRUCTION BOOKLET

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FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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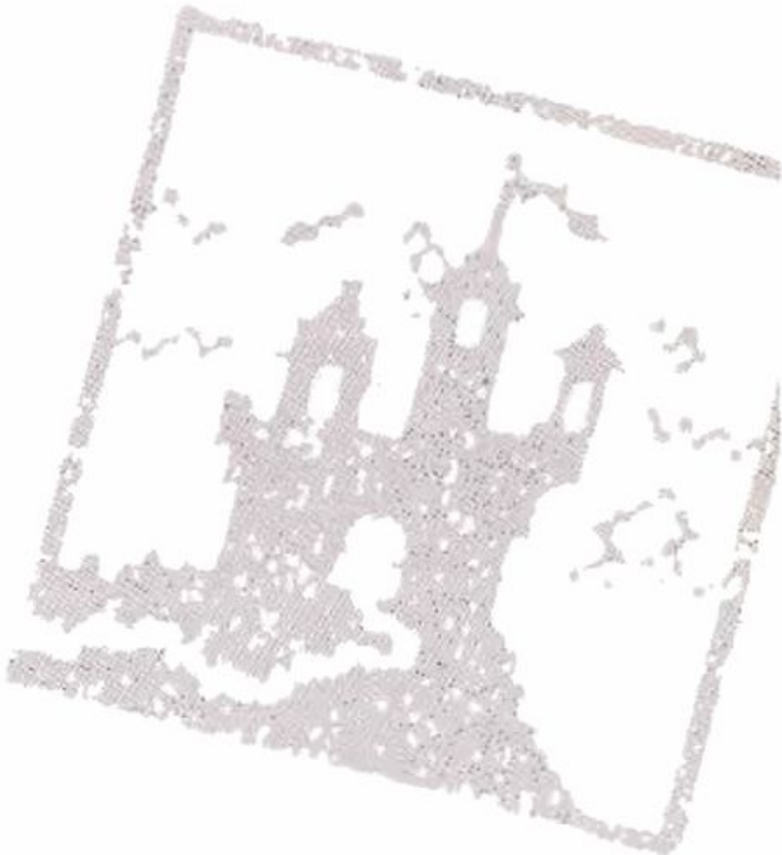
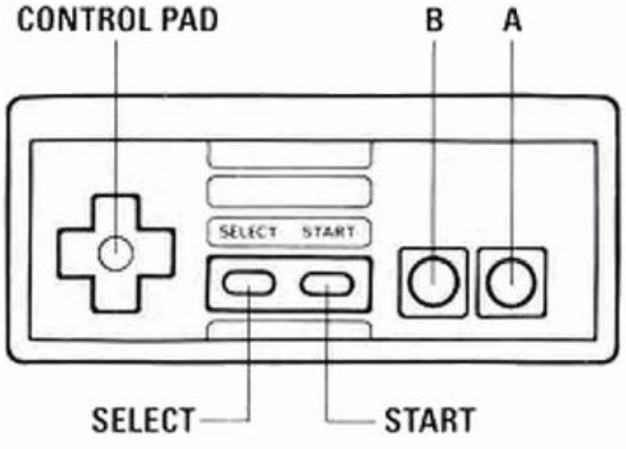
As the last of the Line of Kings, only you possess the power to prevent the evil Warlock Lord from raising the Behemoth and unleashing it upon the land. Your quest lies within the

Castle Shadowgate with its secret passageways, collapsing floors, and armed creatures. Your courage and wisdom will see you through...but a good sword might be helpful.



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.



Control Pad:

Used to move pointer on screen.

SELECT Button:

Used to get hints.

START Button:

Used to start the game and to get hints once the game has started.

A Button:

Used to make a selection with the pointer. Also used to read the next part of a message.

B Button:

Not used.

HOW TO PLAY:

Starting the Game:

When the castle gate appears, press START to begin the game.

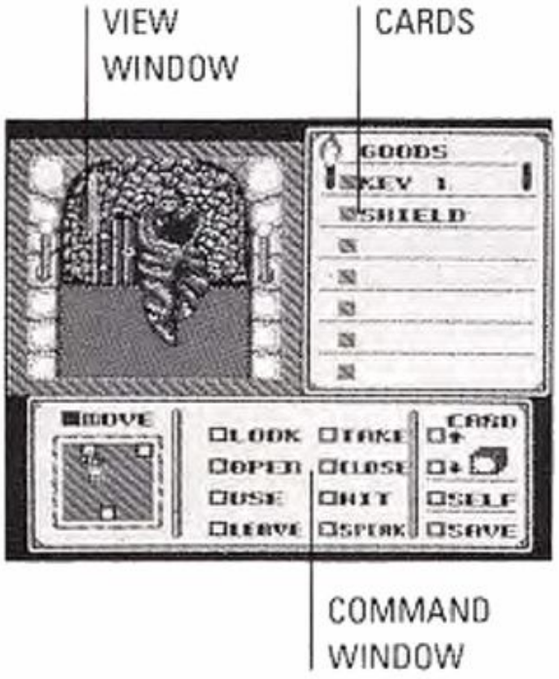
Choosing the File:

After pressing START to begin the game, you will see a list of three possible FILES. When you first begin your quest, each of these files will be marked NEW indicating that each is a new quest. As you advance through the game, you may save your current position so that you can resume your game at a later time.

The three files let up to three different players pursue their own quests. Use the control pad to move the sword to the file you would like to use. Since this is a new game, you will now see the castle entrance before you.

The Objective:

You must explore the depths of the castle and prevent the evil Warlock Lord from bringing darkness upon the land. If you are unfortunate enough to be killed in your quest, you will have the option of resuming your quest where you left off.



Playing the Game:

Your game screen is made up of several windows:

Use the control pad to move the pointer on screen. Press the A button to make a selection.

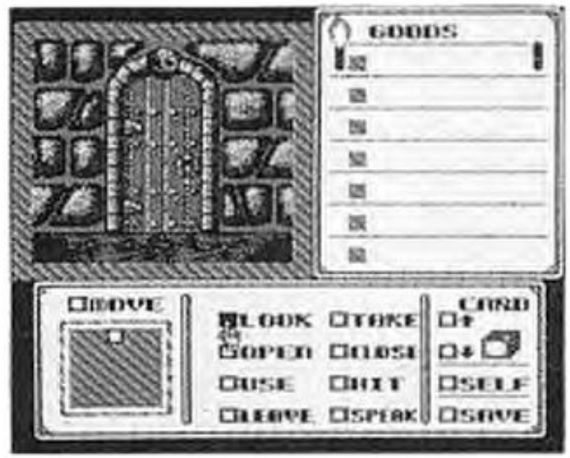
THE VIEW WINDOW:

As you move through the castle, the View window will show your current location. In this window you can see any doors or objects that may be of use.

THE COMMAND WINDOW:

The Command window lets you manipulate objects in the View window. To execute a command, move the pointer to your chosen command and press the A button. The box next to the command will be filled. Next, move the pointer to the object in the View window you would like the command to act upon and press the A button. The Command window will sometimes be replaced with a text window giving you valuable information. To read the next part of any message, press the A button.

For example, to examine the door to the castle, move the pointer to the LOOK command in the Command window and press the A button:



Next, move the pointer so that it is over the door in the View window and press the A button. The Command window will then be temporarily replaced with a description of the door:

You can press the A button when you are done reading the description. This will bring back the Command window. The LOOK command will still be selected so you can continue to examine other objects by pointing to them and pressing the A button. The other commands can be used in the same manner.

THE COMMANDS:

Below is a description of each of the available commands:

LOOK

This command allows you to examine objects in the View window. This is the best way to get information as you explore the castle. It will help you determine which objects are important.

TAKE

Use this command to pick up an object. After taking an object, it will appear on your Goods card (more on this later).

OPEN

Used to open doors, boxes, and other containers. This can also be used to open secret passageways. Remember to open doors before trying to go through them.

CLOSE

Used to close objects that have been opened.

USE

This command lets you use an object that you are carrying. The objects you are carrying are listed on your Goods card. To use an object, first choose the USE command. Next, move the pointer to the object you want to use in your Goods card and press the A button. If this object is to be used on another object, you can then move the pointer into the View window to choose the object that should be acted upon. In this way you can use a spear against a creature for example. This command is also useful for consuming food or drink.

HIT

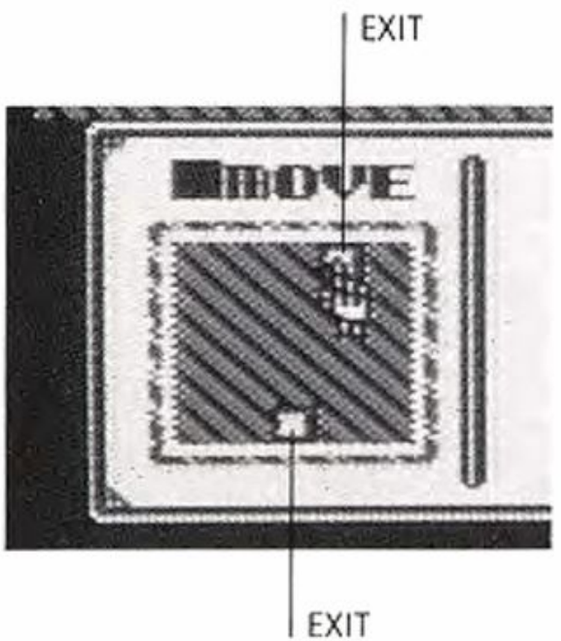
Use this command to strike a forceful blow against a creature or object.

LEAVE

This command lets you try to drop an object at your current location. You can do this to lighten your load or to discard an item that is no longer of use.

SPEAK

Use this command to cast spells and talk to creatures you may encounter during your quest.



MOVE

This command permits you to move through the castle. To use the Move command, first move the pointer to the Move command and press the A button. You can then specify where you would like to move by positioning the pointer over one of the available exits. Available exits are shown in the box below the Move command. This is a top down view of your present location. You may also specify where to move by moving the pointer to the desired exit in the View

window and pressing the A button. Each time you move to a new location, you will be given a description of your surroundings.

THE CARDS:

The Card window shows you an inventory of the items you are carrying. Only one card in the stack is visible at a time. You can use the Up and Down arrow boxes to change cards.

THE SELF BOX:

The Self box lets you use an object on yourself. For example, to put on a coat first choose the USE command. Next, choose the coat from the Goods card. You will then be asked what the coat should be used on. You can then point to the Self box and press the A button. In this way, you can put on the coat.

THE SAVE COMMAND:

You can save your current status by selecting the Save command. This will allow you to resume your quest at another time.

Getting Hints:

If you get stuck, you can press the START or SELECT button. If any hints are available they will be given in a text window. When you are done reading the hint, press the A button to go back to the Command window.

Resuming a Saved Game:

You may resume a saved game at any later time. After pressing the START button to begin your quest, choose the FILE to which you had previously saved your game. You will then be given three choices:

CONTINUE lets you resume your previously saved game.

EXIT lets you cancel your choice.

NEW GAME lets you start your quest from the beginning. However, this will erase your previously saved game!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the recieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty whall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modifiacation, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective maerchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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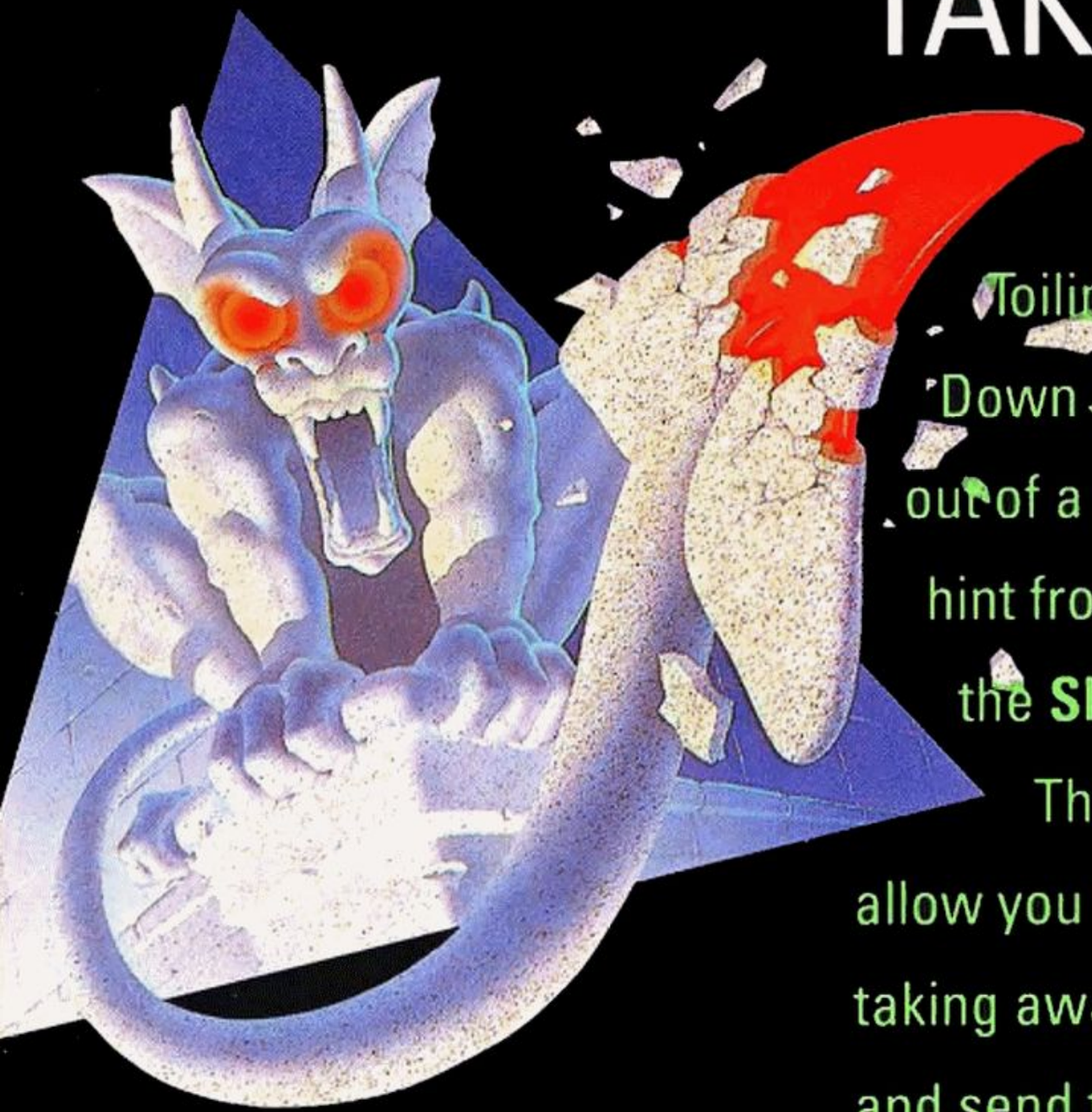

TAKE A HINT!

Stuck on a Pedestal? Toiling in the Tomb Room? Down a deep Well or can't jump out of a Vault? Then take a hint from the experts and order the **Shadowgate Hint Book**.

Three levels of answers allow you to get out of a bind without taking away all the fun. Just fill out and send the order form on back.

Printed in Japan